

CLAIMS

What is claimed is:

1. A method for generating antialiased lines, comprising the actions of
for each respective line, determining which of a plurality of
orientation classes that line falls into; and
performing subpixel sampling using one of a plurality of sampling
patterns, in dependence on which of said plurality of
orientation classes that line falls into.
2. The method of Claim 1, wherein said classes consist of x-major and
y-major.
3. The method of Claim 1, wherein said orientation classes correspond
one-to-one to said sampling patterns.
4. The method of Claim 1, wherein said step of .
5. A method for antialiased rendering, comprising the actions of:
(a) identifying, for at least one respective line, which one of a
limited number of directions is most nearly parallel to said
line; and
(b) performing subpixel sampling on said line with a subpixel
sampling pattern which has maximal resolution approximately
normal to said one direction.
6. The method of Claim 5, wherein said number of directions is two.

1 7. A graphics processor which is configured to implement the method
2 of Claim 1.

1 8. A graphics processor which is configured to implement the method
2 of Claim 5.

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